N64 MAGAZINE

DOUBLE GAME GUIDE +

TWO N64 PLAYING GUIDES IN ONE - AND MORE!

F-Zero X

- Guides to every track!
- Clock up the fastest times!
- Access the secret cup!

Glover

- Master the controls!
- Unleash the finest secrets!
- Pulverise the bosses!

No. 12

+ Devious tips and handy advice for loads of other top N64 games



Double Game Guide +

F-Zero X

and

Glover

F-Zero X guide written by **Daniel Glenfield**
Glover guide produced by **Interactive Studios**

CREDITS

N64 MAGAZINE'S DOUBLE GAME GUIDE +: F-ZERO X AND GLOVER

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Welcome!

With the stacks of top notch games that came out over Chrimbo we've got a fulsome year planned for the DOUBLE GAME GUIDE +. But first, we'll start off with two N64 favourites.

F-Zero X is, of course, the greatest racer in the world. Ever. It's faster, harder, smoother, slicker, it's *everything* we wanted Nintendo to turn out and more. Which is why it deserves the best guide around. Inside, then, are all the hints, tips and cheats you'd ever need to furnish your *F-Zero*-playing world.

Glover, on the other hand, never arrived in a blaze of publicity but it quickly buffed itself up a place in the N64 Hall of Fame. Brilliantly original and infinitely enjoyable, *Glover* is, however, pretty tricky, especially when it comes to finding those secrets. So, herein, you'll find all those magical hidden moments.

Enjoy it, eh? And here's to a hearty new year.

F-Zero X



F-ZERO X

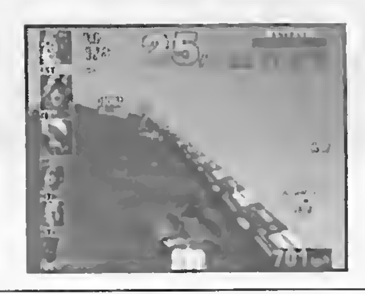
Ever since *F-Zero X* arrived in the N64 office, and showed the world exactly what our favourite little box of tricks could do when it came to high speed racing games, we've been constantly amazed at how the boffins at Nintendo managed to keep it all going at an eye-popping 60 frames per second because, lets face it, the graphics aren't *that* plain are they?

And it's by no means easy either. So, for those who've encountered problems with Nintendo's premier racing title, we've compiled a mighty game guide, packed full of hints and tips to help you with every bit of the game, including the devilishly difficult Master level.

And, once again, **N64** Magazine stuck with it right to the end in order to bring you, our loyal readers, the very best guide possible.



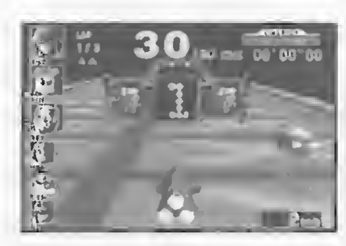




GENERAL TIPS



F-Zero X doesn't have speed or death tactics like *Rock n Roll Racing* – instead it requires the player to use both techniques to secure victory. The following tips will help you to catch up with the race leaders before obliterating them at your discretion.



TURBO START

Well, sort of. After extensive testing we have deduced that holding A just before the announcer says GO will give you a better start and, if used in conjunction with the shoulder slam, will allow you to take out another craft before they've gone very far.

BOOSTS



When using these remember to keep an eye on your energy bar. Never allow it to run down completely – unless you're on the final stretch – because just the slightest knock will cause your vehicle to explode. Which is particularly annoying when you're just about to win the King Cup on Master setting. AAARRRGGGHHH!!!



● ADDITIONAL

Bear in mind that boosting while driving through the shield rejuvenation sector (more commonly known as The Pink Stuff) won't actually take any power from you, because it's replenished immediately.







CORNERING

By pushing hard on the analogue stick you'll cause your *F-Zero* vehicle to lose its grip on the track – which means you'll lose ground on the race leaders. When it comes to bends try to ease into them early with just a gentle push on the stick. (The corner after the two zippers on Mute City is a prime example.)

JUMPS



There are certain occasions in the game where you'll need to take to the skies in order to reach the next part of the course, and there's a knack to getting the most out of these long jumps. As you leave the track, the nose of your vehicle will point upwards, slowing you down. Adjust this by pushing forward on the stick to level it out and you'll fly further than all the other racers. Mastery of this trick is imperative for courses like Fire Field, when playing on Master level.



SHIELD SPIN

The spin is a useful way of damaging several cars at once so it's best employed in a crowded area (a narrow stretch or tight corner is ideal). Unfortunately, you will lose a little speed, so if you're going to use it make sure someone gets hit.



● **ADDITIONAL**

We've also discovered that the shield spin has a hidden defensive property that isn't used much but can be vital to your survival (especially in the multiplayer mode).

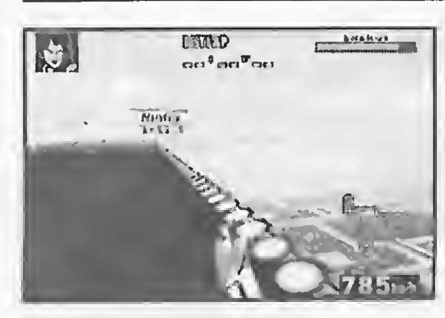
Once your craft's energy falls below a certain level it begins to flash red, making it apparent to the other competitors that you are like a three legged antelope – helpless and vulnerable. Other racers will take this opportunity to attack you, especially from behind, but you can protect yourself by activating the shield spin whenever the check sign appears at the bottom of the screen – you'll have to be quick about it, though!



PUT YOUR BACK INTO IT

We all know about the shoulder slam (double tap R or Z) but did you also know that you can increase its power tenfold? If you push hard on the analogue stick while you're energising you can, providing you get the timing right, totally destroy your opponent (or opponents – we've taken out five at once near the start of one race) with just one blow. Even if they do get away, their energy will be so low just a few hits from another competitor will finish them off. The downside is the amount of power and speed you'll lose if you miss and hit the side rail, so ensure that you make good contact by drawing level with your foe before initialising the risky manoeuvre.





JUMP CORNERING

The jump corner is best used when taking turns at high speeds – it's a brilliant technique that'll save you both time and energy. Before you hit the side rail use a full power shoulder slam to jump away from it – any other crafts trying to take the corner on the inside will also be severely damaged. This might lose you about 30km/h in speed but it'd be much worse if you had to brake or you crashed.

REGAIN CONTROL

If your craft loses its grip on the track, release A momentarily. Your speed will drop but you'll regain control.



THE RIGHT MACHINE

It's all down to personal preference really, but if you still haven't figured out which one suits you best, go with the Blue Falcon. It's the machine we used to finish the game on Master level. James still swears by White Cat though.



LEARN THE TRACKS



Use the time trial mode to practice on the courses you're about to face. Without the distraction of the other drivers it's a lot easier to learn where those zippers are.

I DON'T THINK THAT WAS A HEDGEHOG MIKE...



Certain parts of the track will, if you're going too fast, throw you into oblivion. Rainbow Road is the obvious one (use a boost as you cross the line) but there are many others including Silence and Big Blue.

HOW TO...

SURVIVE MASTER MODE



We won't tell you what to do for every track (that'd make things too easy), but we will give you a few vital pointers that should help you beat this extremely difficult setting.



• The Acceleration/Top Speed gauge must be set correctly. We recommend positioning it just one or two marks from the end.

This'll give you acceptable acceleration and a high top speed that should guarantee you a place in the top six.



- Try your best for a turbo start – it'll take you to your top speed just that little bit faster.

- Keep your craft under control at all times.

- Make no mistakes – there is hardly any room for error on this very unforgiving difficulty level.



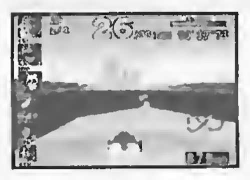
- Cornering – Keep tight to the corners and learn how to take each one. Mute City, for example, has a bend after the energy refill which needs to be taken on the inside despite the zipper in the centre. It's far better to avoid the zipper and keep control.



- Use whatever means necessary to decimate your main rivals (the top three), as you've little chance of beating them in a fair race. Catch them early before they disappear into the distance.

- Don't use up all your energy with boosts – the CPU crafts love to give you a little nudge just as you're nearing the end of the race.

- Hit every single zipper – except on the rare occasions when it is better to avoid them (see the point above).



- Watch the other cars as they speed around the track – you may be able to pick up a few tips.

- Perseverance is the key to beating Master Mode so stick with it, okay?

EXTRAS

As with all N64 games nowadays *F-Zero X* also has its fair share of secrets.



JOKER CUP

Easily uncovered by completing the other cups on standard mode.

X CUP

It's a challenge to get there but well worth it when you do. Once all four cups are completed on the Expert difficulty setting the X cup becomes available. Each track is randomly generated, making it great for multiplayer battles where no one knows what's coming next. Unfortunately, most of the courses appear to be very basic, lacking the certain something that the other tracks have but, hey, – it's still an achievement Nintendo should be proud of.





MASTER DIFFICULTY LEVEL

Finish each Cup on all three difficulty settings and then test yourself to the limit on the Master level.



WACKY RACERS

On the machine select screen hold down L, R, and all four C-buttons to get super-deformed vehicles. Crazy man!



PAINT JOB

On the Acceleration/Top Speed screen press R or Z to cycle through the four different colour schemes available for your craft.

EXAMINE SHIP

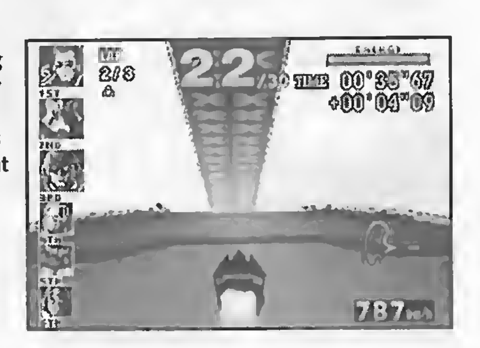
To see what your craft looks like in its new colours use the C buttons on the same screen for a closer look.

EXAMINE TRACK

When the rotating map comes on screen, use the Top and Bottom-C buttons to tilt it. Useless, really, but we thought you ought to know it.

TIMER

Press the L button during a race to see exactly how far off the lead (or how far in front) you are. This is useful as a replacement for the rear view button (Top-C) but remember to switch it on at the start of the race because it's a bit tricky to get to when you're travelling at more than 1000km/h.



EXTRA LIVES



To gain an extra life you need to take out a minimum of five opponents on one track.

NEW TITLE SCREEN

A great idea imported over from *Lylat Wars*. Finish the game on Expert to be presented with a cartoon strip-style title screen.

ANOTHER NEW TITLE SCREEN

Complete the game on Master setting to see a cut-away of Captain Falcon's ship as your new title screen.



SECRET IDENTITY

Come first on any of the cups on Master level to see Captain Falcon's face (for the first time ever?). Take a look at his helmet – spooky eh?



DIFFERENT ENDING

Make sure your energy is precariously low as you approach the finish. Now aim for the side rail as you cross the line and you should be treated to a close up of your demise.

SUPER-CODE

To gain access to all the extra tracks and vehicles, without even having to play the game, input this code on the game select screen: L, Z, R, Top-C, Bottom-C, Left-C, Right-C, Start.

A CHALLENGE...

Here's a little game for you to try if you get tired of all the racing (perish the thought). Select Jack Cup (any difficulty) and kill as many opponents as you can. The catch is that you need to come first in EVERY race. The current record for this is 38 kills. Good luck!





DEATH RACE

A nice inclusion from Nintendo, the death race involves – you guessed it – killing everyone else on the track (displaying a side to the Big N that we've never seen before). We've put together a few tips as well as a time to beat (which we're sure you'll have cracked in no time) so there's something for every blood-thirsty boy racer here!

• BOOSTING

Remember, if you're desperate to catch up it's possible to use the ship's boost power right from the start of the race. Just be careful to conserve some of your shield energy; it might be an easy track but accidents do happen, especially when you're trying to shoulder slam someone into oblivion.

• WHICH CAR?

Big heavy vehicles, such as the Fire Stingray and the Black Bull, are great for the Death Race. The slightest touch on another craft inflicts considerable damage, and their lack of power in the acceleration department isn't a problem since the boosters are operational right from the start. Use their weight to your advantage and you'll soon be King of Carnage!





• SHOULDER SLAMMING

Draw level with another craft, wait until your ship's nose gets ahead of theirs and then use a full power slam to take out their entire energy bar at once! The best way to guarantee a kill, for sure!

• SHIELD SPINNING



The shield spin is a weaker attack but, conversely, won't deplete your energy as much if you hit the side rail. It is ideally used when you encounter a large group of opponents and want to wreck havoc big time. It also lasts longer than the shoulder slam for prolonged pain!

• WORKING YOUR WAY TO THE TOP

In order to save valuable time at the end, it's best to take out each opponent as you encounter them on the track. If there's stragglers remaining that escaped annihilation the first time round, you often have to wait ages for them to get to where you are.





• ACCELERATION / TOP SPEED GAUGE

In our experience it doesn't make a huge difference how you set these; the boosts will get you up with the race leaders in no time at all. We tend to position it far right and then rely on the boosts to get to top speed quickly. Simple that.

• NICELY DONE!

On the shield rejuvenation stretch there aren't any side rails to save you or your rivals from falling to your doom. Take advantage of this with a shield spin or a low power shoulder slam which'll send your foes plummeting to their doom. It's probably best not to use a full strength slam just in case you end up falling off yourself!

• DEATH RACE TACTIC



Using a heavy vehicle catch up with the race leaders all huddled together in a group and pull up alongside them. Use the spin attack to plough sideways into them and then hit the brakes before activating the spin once again to catch the second group of racers behind you. There'll still be a few crafts remaining and, if they stick close to each other, you can use the spin once again for an incredibly quick time.

Thanks to Leo (via e-mail) for this cunning tip. Don't be afraid to come up with your own though, because there could be an even better technique for conquering the Death Race hidden away somewhere (if you find it remember to send it to Tips Extra at the usual address).



DEATH RACE TIME TO BEAT: 02'00"

TIME TRIAL

Basically...
TT on *F-Zero X* is all about grip – anything below a B rating tends to cause problems when taking even the easiest of corners at high speeds. If you can learn to keep your grip on the track all the time (which is hard) then you can reap the benefits of those vehicles with a higher boost rating, but it must be said that crafts like the Blue Falcon and White Cat can still gain respectable time trial records as long as you know the tracks inside out.

So here's a TT guide for eight of the best time trial tracks in *F-Zero X*. There aren't any shortcuts like *Mario Kart 64* so you'll have to rely on pure driving skill. We've also included a list of basic tips that every time-trialer should know. Have fun!



TT TIPS

- Set the gauge to just one or two sectors below maximum top speed. This results in a high top speed and better acceleration than you'd expect.
- Always get a turbo start. It's not much but every little bit helps.
- Hug the bends to get around them as quickly as possible.
- Use jump cornering instead of braking.
- Keep straight to increase your speed.
- Always hit every zipper, except in the rare situations when it's better not to.
- Don't use your boost power on tight corners; you'll either crash, or lose your grip on the track.
- Always boost on hills, straights, and when topping up your shield energy because then it doesn't drain any at all.
- Level out for jumps to get the furthest.





• Use the ghosts to experiment with different racing lines for the best times. If you can get the racing line EXACTLY right then you can, so we're told, shave milliseconds off your time. Finding and sticking to the line perfectly is a task and a half though.

MUTE CITY



This beginner's track shouldn't tax you very much so make sure you keep your foot on the gas.

• Gently ease into the tunnel by turning early. Your ship should make an arc motion, resulting in only minimal speed loss.
• Once onto the straight stay on the left and hug the easy bend tightly, avoiding the zipper (it's quicker this way – trust us).
• As you come out of the long bend, get to the centre and straighten up. Hit the zipper and away you go!
TIME TO BEAT: 01'25"628

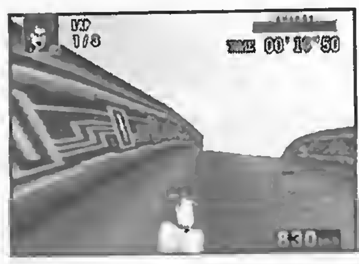


SILENCE



Very straight and very fast are the words to sum up this track, but make sure to hit every single zipper to maximise your speed.

• The zippers on this long, long straight go in this order: Centre, Left, Centre, Left, Centre, Right, Left, Centre. The last few are tricky so turn easy and turn early to hit them and yes, you do need to hit them ALL.
• Keep straight for this long stretch but more importantly stay on the left hand side of the track, as it's not uncommon to be flung off it when travelling at high speeds.
• On the second and third laps use the boost between the first two zippers because of the distance that lies between them.
TIME TO BEAT: 01'20"829



RED CANYON

This narrow course requires a lot of jump cornering so watch out!

• Many of the corners on this track require the use of jump cornering. It'll give you far better lap times.
• For the first bend hit the zip before using the shoulder slam to keep away from the wall.
• All the zips on this course are located in the middle of the track, so keep to that part whenever possible.
• It is recommended that the nose of your craft should be dipped slightly when in the air to get the best time trial records.
• On the first lap ignore the energy refill sections and go for the zippers but bypass them on the later laps and stick to boosting.
TIME TO BEAT 01'43"102

WHITE LAND



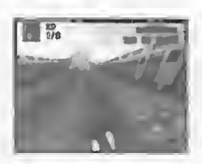
A long windy tunnel is this level's main feature.

• Be careful of using your boost power in the tunnel as It often results in hitting the walls.
• As you exit the tunnel, get in the middle of the track to avoid the grit by the side rails; it'll slow you down to a snail's pace in mere seconds.
• Use your ship's boosters as you go uphill.
• On the section of the course before the jump bars use jump cornering to navigate the tricky bend.
• As soon as you hit the last of the jump bars dip the nose a little. This'll bring you back to land earlier on the energy refill part of the track.
TIME TO BEAT: 01'54"322

SECTOR ß

The first course in our I'm the Best challenge to include the threat of mines. Drive carefully!

• Take the first corner tight but watch the grit by the sides immediately afterwards.
• Use boost power as you go uphill to keep your speed up.
• Get into the centre for the treacherous tunnel; it'll keep your speed up.
• To avoid the mines, keep to the centre of the track and then head left a little. You should shoot straight past them all onto the pink stretch, without having to weave.
TIME TO BEAT: 02'02"113









MUTE CITY 3

A most enjoyable course with easily navigated corners.

• Jump bars – There are two schools of thought on these. Some prefer to use them to cut out the corners while others claim it's best to avoid them. Personally we prefer the latter approach but experiment to see which suits you best.
• To hit the zipper in front of the jump bar without going miles into the air, push the stick gently to the right just as you hit it. You'll go past it without losing your grip on the track (which is useful, no?).
• Some of the corners on Mute City 3 look easy but they still require a shoulder slam to keep you from hitting the sides as you leave them.
• The very last bend of the lap requires the use of jump cornering and watch out – it's a tough one!
TIME TO BEAT: 02'06"096

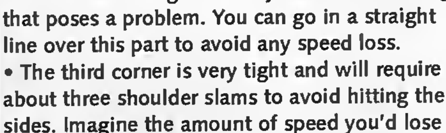
RAINBOW ROAD



Now where have we seen this before? Hmmmmmmm...

• Rainbow Road has mostly easy bends which should be taken as closely as possible to achieve a fast time.
• The part of the track with no side railing has a tiny bend, but nothing that poses a problem. You can go in a straight line over this part to avoid any speed loss.





• The third corner is very tight and will require about three shoulder slams to avoid hitting the sides. Imagine the amount of speed you'd lose using conventional cornering methods...
• Remember to boost when you go uphill.

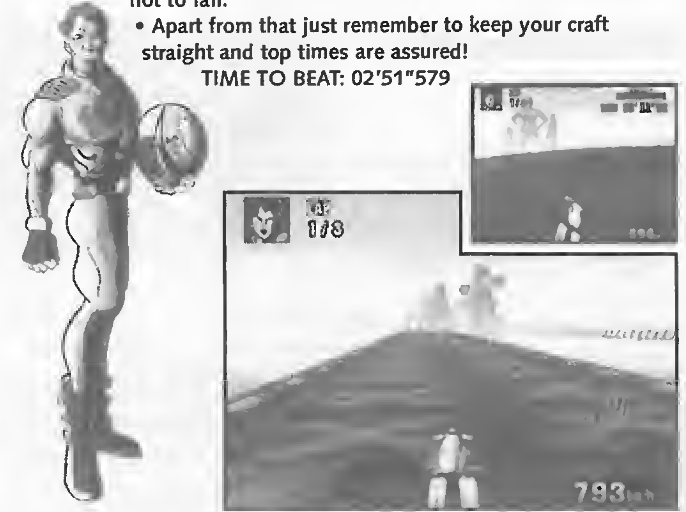
• The mines can be tricky but as long as you aim for the energy refills you'll be alright.
• Straighten up for the final stretch and hit B to activate your boosters as you cross the line; you should fly right across the dip.
TIME TO BEAT: 02'40"342



BIG HAND

The final track, and it's not as hard as it looks.

• The main thing to remember on this track is that every corner will require the use of the shoulder slam – otherwise you'll fall off. You shouldn't have to use the slam more than once on each corner, though, just remember to use it moments before hitting the side rail, etc.
• Avoid the ice by driving on the left hand side of the track. It's risky but you can cut off the corners this way as long as you're careful not to fall.
• Apart from that just remember to keep your craft straight and top times are assured!
TIME TO BEAT: 02'51"579



Glover



GLOVER

Whilst *Glover* was never likely to challenge *Zelda* in the anticipation stakes, it was, nevertheless, a perfectly pleasant surprise. Like winning the lottery. Or finding out that you're actually married to lovely popstar Billie.

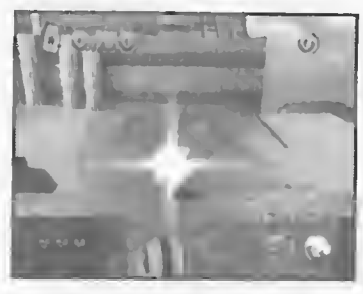
But, it was a tricky old game. The ball/glove combo made for some meddlesome fun and, whilst you might have found yourself giving the main game a good old run for its money, finding its mass of secrets was an altogether more complicated experience. Which is where we come in.

Here, you'll find a complete secrets guide to *Glover* – and all from the pens of developers Interactive Studios themselves! Now that's what you call service...



PRACTICE COURSE

Close to where you start in the hub you'll find a well. Jump inside it and you'll find the practice course. Follow Mr. Tips' instructions and you'll learn the moves you need for the game.



HUB

The hub contains the six portals that'll take you to the other worlds in the Crystal Kingdom. Once a ball from a world has been returned, a portal will open, giving you access to a new world, and another ball that needs saving. Beneath the central hub castle there's a cave containing the now solid Wizard and the fountain where the seven crystals must be returned to. Once this is done, you'll also replenish the lost magical energy of the hub, returning it to its former peaceful state.

The first task is to collect the first ball, and return it to the cave to open the first world – Atlantis. At the beginning of the game, read the message, and then spin the camera round using the C buttons or hold down B to locate the ball. Take this ball to the cave entrance beneath the castle (just next to where you start the game), and the wizard will transform it into a crystal, which will open the first world portal.

Exit the cave, and head directly away from the cave entrance towards the Atlantis portal. You can also locate the next open portal by holding down B. Enter the portal, and you will find yourself in the Atlantis wayroom.

WAYROOMS

From here you can see the five entrances to the levels within the individual worlds. Initially, only the first entrance will be open.

The entrance with a ? sign above the door is a secret bonus level and it can only be unlocked by collecting every single Garib on that world.

ATLANTIS



LEVEL 1

SECRETS

● Ignore the ball that's on your left on the beach, and head along the edge of the water until you reach the cliff on the other side. Follow the cliff around to the left, and you'll find an extra-life.

● Fist slamming or slapping the bowling ball at the cracked stone blocks will reveal hidden Garibs.

● Just before the last pool on the left, is a cracked column. Knock it over by jumping up and pushing towards the column from the edge of the pool. Inside you'll find an extra life and more Garibs.

● At the very end of the level, it is possible to double-jump up to the plinth above the exit door. Here you'll find an extra life.

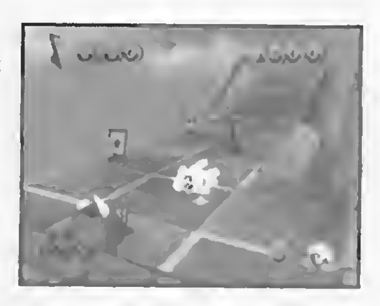


LEVEL 2

SECRETS

● Head left and fist-slam the pots General Wu's guarding to gain extra Garibs. There's also a pot next to the second checkpoint.

● General Wu also guards a secret room. Look for the four white columns with cracked bricks. Slap the bowling ball towards the bricks to reveal a steep slope. Enter the secret room and you'll find a ring of extra Garibs.



*** Extra secret!**
Fist slam the pyramid in the secret room you've just found, and you'll find an extra life!

- At the left of the start there's a pool of water. Tiptoe around the edge to the point where it meets the high wall and you'll find a small ledge. Drop down onto it to collect the hidden Garibs.

- At the end of the level there's a plinth above two columns. Reach it by fist-slamming the ball and double jumping whilst in mid-air. Above the plinth you'll find more hidden Garibs.

LEVEL 3

SECRETS

- Jump into the water on the right and make your way round to the archway where the water leaves the area. Go through the tunnel and head right at the end. Kill the patrolling Dibber and continue until you find a waterfall. Behind the waterfall you'll find some hidden Garibs and an extra life. There are more Garibs around the corner.



- When you're about to jump onto the waterwheel, stand just to the right of it and you will notice a small platform that holds an extra life. From where you are standing, you can double jump onto the platform to get to this, and then slide down the slope to another row of hidden Garibs.



- As you drop down the last set of steps to confront General Wu at the end of the level, turn round and follow the cliff

edge around either to the left, or the right. On the left you'll find a large row of hidden Garibs. On the right you'll find a gap that the ball must be thrown across. Shortly after that, a ball switch will activate some ledges that give access to a secret cave. Inside you'll find some Garibs, Dibbers, and an extra life behind a mysterious black object.

*** Extra secret!**
Jump into the black object and you'll find yet another bonus room! Inside, a fist-switch allows you to uncover some extra lives, and a Sticky Fingers power-up will give Glover the ability to walk on the ceiling where he can collect some more hidden Garibs.



BOSS

The Atlantis Boss is actually three different characters that must be disposed of one at a time.

Character 1 sits at the bottom and spits water at you. If you get too close he'll try to flatten you. Slap the ball at him three times to get rid of him.

Character 2 is a crab who walks sideways, snapping his pincers at you. If you get too close he will fire his pincers out directly at you. To kill the crab, first fist-slam him to turn him over onto his back, and then fist-slam him again to finish him off.

Character 3 is a flying fish who blows bubbles at you – fist-slam if you get trapped in one! When you've destroyed the crab, the fish'll start spinning in the air and hover before finally diving towards the ground. To kill him, jump over the blast ring as he hits the ground and fist slam the fish as he's attempting to take off. Bounce the ball onto the exit platform to end the level.





PIRATES

LEVEL 1

SECRETS

● At the bay at the beginning of the level a pirate shipwreck hides some Garibs (between the cliff and the side of the boat).

● In the second bay, there's an extra life underneath the wooden ramp leading back up to the stone jetty.

● On the cliff face, above the rising platform at the back of the second bay, is a ball target. Throw the ball at it to activate it and a chest at the bottom of the water will open. There's an extra life inside.

● Smashing the door of the lighthouse will reveal an extra life!

● You can actually ride Swish and use him as a weapon! Jump onto his back, and press A to swipe his sword! Swish can kill enemies that Glover can't, such as Chester and the cannonballs. Swish can be thrown off the edge of a platform by walking him towards the edge, and then jumping off and pressing Z just before he walks over!

● There are some hidden Garibs on a thin ledge behind the houses near the lighthouse.

LEVEL 2



SECRETS

● Behind the hut, on the platform after the first lift, is a hidden extra life.

● Another extra life is hidden behind the hut after the cutlass blades, on the platform where Chester is.



● Another hidden extra life can be found behind the hut next to the water pool.

● To shortcut the conveyor belt and the tricky three platforms you can drop from the checkpoint above, straight into the pool of water below!

LEVEL 3

SECRETS

● A couple of houses past the spinning barrels there's a lift that takes you down to a hidden cave entrance. In the cave you'll find Chester guarding a Sticky-Fingers power-up. Use this to walk on the ceiling to collect some Garibs and an extra life.

● Just above the lift is a platform that holds an extra life. Fist-slam the ball and jump in mid air onto the platform.

● On the corner, the house has a cracked wall. Turn the ball into the bowling ball and slap it at the cracks. It'll smash the wall revealing an extra life.

● By the signpost near the cannonballs, drop down onto the platform on the right. Slide down the slope and hit the fist-switch. Head towards the netting to pick up some Garibs (hold down jump to jump higher on the netting). Then head left and enter the cave entrance to teleport yourself back up to the house above.

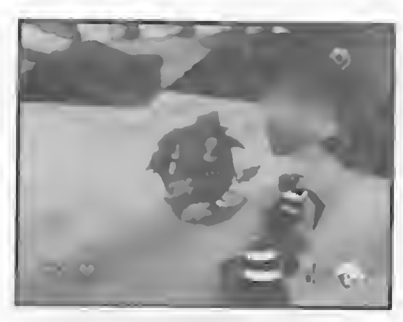




● At the bottom of the second lift you'll see an extra life behind some bars. Turn the ball into the bowling ball and slap it at the bars to smash them open.

● Above the ledge where the Hercules spell can be found it's possible to jump up onto the netting to collect extra Garibs.

● Just before the end of the level you'll find a green rock arch. Fist-slam the ball next to this and jump on top to get an extra life!



BOSS

The Pirate's boss level is on a small desert island. Cross-Stitch has conjured up two baby monkeys and a large monkey guards a treasure chest. First you must avoid the baby monkeys who'll attempt to play with the ball. If they get it, hit 'em with a fist-slam to make them drop it.

Position yourself in front of the big monkey, and bounce and throw the ball at his chest. If you're successful he'll fall to the ground and you can fist-slam his big belly. Occasionally, he'll drop down from his branch and try to knock you over – just keep out of his way.



A good strategy is to stun the baby monkeys. Knock the big monkey from the tree, and then fist-slam him. If you do this three times, the chest will open, revealing the exit platform.



CARNIVAL

LEVEL 1

SECRETS

● On the left of the small tent, next to the poles at the beginning of the level, you'll see a yellow ramp leading off to the left. After you've lowered the poles, head left onto the ramp and carefully walk to the top. You'll find an extra life in an alcove at the top of the tower. If you take the ball up the ramp, you can fist-slam it in front of the alcove and jump onto the top of the tower to collect another extra life!

● Speed cheat – when playing the level on time trial, ignore the section to the left of where you meet Chuck, and head off to the right. Where the back wall ends, you can slap the ball onto the glass case of the pachinko machine, and double jump onto it!



● Release the ball, and jump onto Dennis to ride him. On Dennis you can jump much higher, so he can be used to collect extra Garibs.

● Collect the following at the fruit machine:

• frog spell: you can turn Dennis into a frog, and then ride him!

• ???s: generate an enemy – Bovva!

• Garibs: a ring of Garibs

• Crown: generates a Hercules power-up. Collect this and then play the Test of Strength game to get an extra life, and collect the row of Garibs with the ball quickly to gain lots more points!

● High up on the Test of Strength game are a number of Garibs. Turn the ball into a ball bearing, and bounce it on top of the hammer before you slam the switch. The ball will then collect the Garibs!

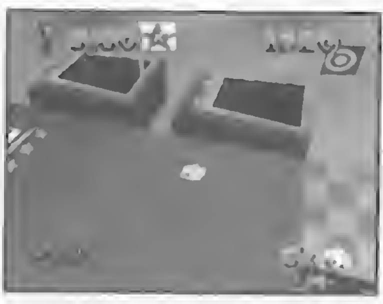
LEVEL 2

SECRETS

● An extra life floats above the hut on the left of where Glover starts. There's a garib hidden behind the hut at the start too.

● On the rotating flower, slap the ball carefully over the hole in the middle onto the petal on the other side for an extra life. Alternatively, double jump, timing your second jump just before you touch the extra life.

● If you bounce the ball and destroy all of the teeth on this level you'll reveal some hidden Garibs, and an extra life!



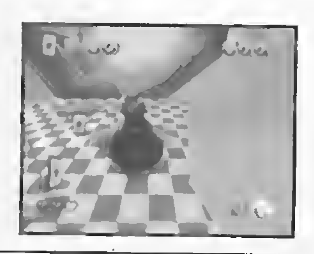
LEVEL 3

SECRETS

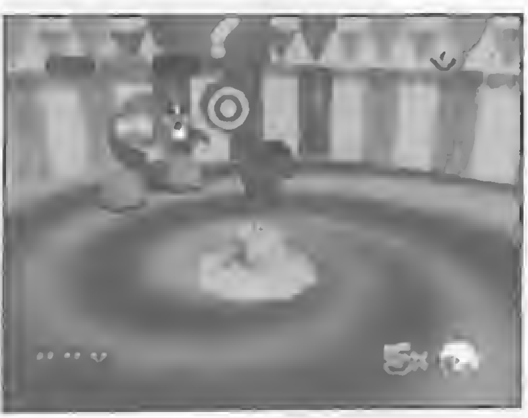
● Hidden behind the starting point is a secret platform. Use Dennis to jump over to it and you'll get three extra lives and some Garibs! Fist-slam him to stun him, giving you time to collect all the bonuses!

● To the left of the gate at the start of the level there's a tent. On top of it you'll find a number of Garibs and an extra life. Collect these using Dennis.

● At the end of the crooked stairs you'll see a small shadow. Place the ball here, fist-slam it and then jump up to collect a sticky fingers potion. This'll enable you to collect two extra lives that are at the top of the spinning tubes.



● To get the final extra life, throw the ball into the tent door at the end.



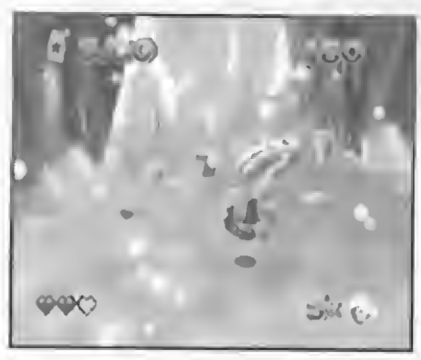
BOSS

The Carnival boss is a mad clown. He'll spin the floor of the tent and throw custard pies at you! To defeat him, head around the edge of the tent and throw the ball at the first ball-target you see – this should drop a bomb on the clown. Go round to the other side of the tent and hit the other ball-target and the clown will take another hit!

The big clown's nose above one of the tent's doors will begin to flash. Hit this with the ball (you'll have to bounce and throw it) to deliver the final blow! Bounce the ball onto the exit platform and you've done it.



PREHISTORIC



LEVEL 1

SECRETS

- Smash all of the icicles at the beginning of the level to gain an extra life.

- Fist-slam the ice in the lake and collect the Garibs below!

- At the top of the first slope head straight ahead until you come to a cave entrance blocked by a sheet of ice. Bounce the snow off the ball and turn it into the bowling ball. Slap the ball at the ice sheet and it'll shatter revealing an extra life and hidden Garibs.

- At the end of the level, just to the left of the first ice sheet, you'll notice a cliff of snow that's slightly cracked. Use the bowling ball to crumble it and you'll discover a secret room with hidden Garibs and an extra life. Knock the snow off the ball and place it in the centre of the room. Then fist-slam and jump on the ball to collect another extra life that's floating in mid-air!

LEVEL 2



SECRETS

- Speed cheat! From the very beginning of the level, roll the ball straight off the ledge, pulling down and left on the stick. You'll land on the sandy area below, having jumped the lava flow, and skipped part of the level!



● To get the Garibs by the first T-Rex, roll the ball right up to the bottom of the ledge that he's standing on. He'll dive down to get you, and then you can go round to the right and bounce up onto the ledge to collect the Garibs unhindered.

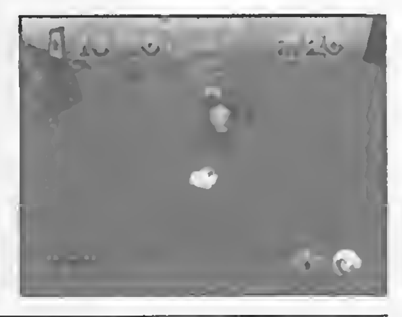
● At the point where you must bounce and slap the ball over a ravine at the beginning of the level, there are some hidden Garibs. Simply go round the high rock to find them at the bottom of the ravine.

● At the top of the slope, after the ravine, there's a section of cliff that is cracked and darker. Double jump against this to knock it over. It'll form a bridge over to a tall pinnacle of rock, where you'll find some hidden Garibs and an extra life.

● On the moving ledge in the middle of the level an extra life floats in mid air. Double-jump up to get it before you fist-slam the switch to move it!

● A Garib is hidden behind the massive skull on the beach where the two Traceys run towards you.

● As well as the extra life in the middle of the boulder cascade there is also another higher up the cliff. Leave the ball, and approach the run right next to the bottom of the higher cliff face. Continue double-jumping up to the extra life. If you manage to get it, jump straight back down again!



● An extra life is hidden in the alcove next to the exit teleporter!

LEVEL 3



SECRETS

- From the beginning, head left until you reach a flooded area. Follow the water round, until you reach an area where the floor is deeper after a sharp turn. On one of the cliff faces underwater you'll find a hidden cave entrance.

- If you haven't lowered the stone pillar above, you'll be able to enter the cave, where you'll find some hidden Garibs, an extra life, and a speed-up potion.

- The large palm tree to the right of where you start has a heart carved into the bark. It conceals some hidden Garibs, an extra life, and a Death Spell. Lure Tracey so that she runs or dives into the tree, and she will knock these items from the tree onto the floor below. You can then use the Death Spell to get rid of Tracey completely!

- On the grassy edge of the volcano, just after the two stone pillars at the end of the level, you'll see a shadow on the left. Place the ball here and fist-slam it and then double-jump to collect a speed-up. This will allow you to race round the edge of the volcano and collect maximum points on all the Garibs!

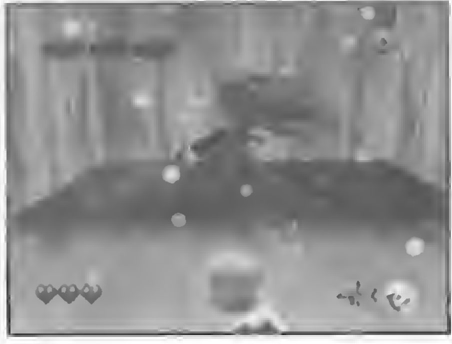
- On either side of the lift at the end you will see some small platforms where there are Garibs and an extra life. Roll off onto these as the lift rises, and then roll back onto the lift as it falls again.

BOSS

The Prehistoric Boss is a fiery dinosaur that the evil glove Cross-Stitch has set free to hinder you. He will fire flaming fireballs at you.

Dodge the fire balls and release the ball down the slope. It will pick up snow and if It hits him, will cool him down a bit! Hit him three times and his fuel tank will explode leaving just smoking shoes! Bounce onto the exit platform to finish the world.





FORTRESS



LEVEL 1

SECRETS

● At the start of the level there is a section of rock with two electrical contacts in it. Just before this section of rock is a flat section of wall. Place the ball on here and fist-slam it, jumping in mid air to get on top of the rock where the pipe is. You will find a hidden Garib, and an extra life.

● After the first wooden bridge, there's a secret hidden down on the right. Ignore the boomerang ball power-up and drop down to the left of the small ramp. You'll find some Garibs and another boomerang ball power-up. Collect the Garibs and the power up, and wait for the ball to float back to you. Fist slam the ball at the left hand end of the platform, and jump up to the ramp above. Collect the boomerang ball power-up so the ball retums to you!



● After the coffins on the stone bridge there's a Rotor Blades power-up. Collect the power-up, and fly directly above the bridge by holding down A. Above you will find a platform with some hidden Garibs, and two extra lives. Collect these, and then collect the other Rotor Blades spell and carefully float back down to the bridge.

● After the bridge with Mike on it, you will see some garibs floating in mid air. Collect the Beachball power-up that is on a small ledge on the right, and throw the Beachball from the top of the ramp. It will collect all the garibs, and land in the area below.

● On the right of the network of metal pipes there is a pipe going into

a small building. Carefully jump over the wall and walk around the edge of the building. You'll discover two hidden Garibs and an extra life.



LEVEL 2

SECRETS

- At the beginning, you will see some Garibs on a raised area above a column. Fist-slam the ball and double-jump onto this raised area to collect them.

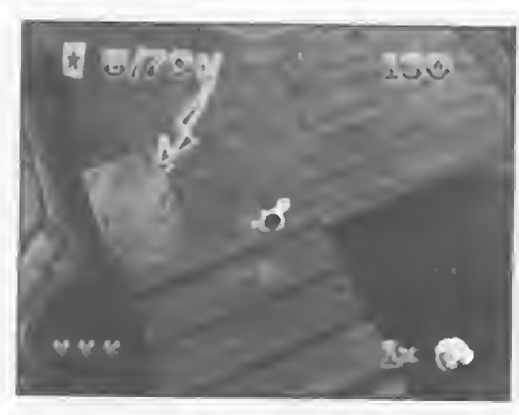
- Do the above step, and then jump onto the top of the wall, carefully jumping over the large crack. Follow the wall round, tiptoeing until the end where you will discover an extra life!

- It's possible to push the bookcase at the beginning of the level to the right, blocking the exit. However, you will uncover a ball-switch that will drop a line of Garibs and an extra life! Return the bookcase to its original position by pushing on the other side.

- At the far right hand corner of the room with the falling tiles, you'll find an extra life. To reach it, you must find a route that involves passing over each tile only once. That way the floor will fall away behind you.



- After the bridge with the spikes you'll notice part of the wall that is not connected to the rest – there's a subtle arrow engraved on one of the bricks. Push this towards the rest of the wall and you'll uncover an extra life.



● Jump up onto the block above, and jump along the wall. You'll discover some more Garibs and an extra life.

LEVEL 3

SECRETS

● In the middle of the sliding spiky blocks near the end of the level there is a hidden extra life. After the first sliding block go to the left wall and double-jump on the ball. The extra life is on top of the left hand wall.

● At the very end of the level there are two high walls on either side. Place the ball next to the wall, and fist slam it. Then double jump whilst in mid-air to get on top of the battlements. On each side you'll find two extra lives!!

BOSS



The Fortress of Fear boss is Frankie. To defeat him, you must escape from his dungeon by reversing the position of the brass platforms so that you can reach a switch at the top of the level. Each platform is linked to its opposite platform, so when you fist-slam a platform to lower it, the opposite one will rise.



Frankie will first attempt to kick you off the platforms. He will also electrify a platform if he's electrically charged and you won't be able to jump onto it.

First leave the ball in a safe corner between two platforms. Then jump onto the lowest platform, and jump around to the highest platform directly opposite. Fist slam this three times. Whenever you lower a platform, a bolt of electricity will hit Frankie and will stun him for a split second. Jump onto each of the platforms on either side of the platform you've just lowered, and lower them twice each. Then jump back onto the platform in the middle and lower it twice so it's on its lowest position of one rung.

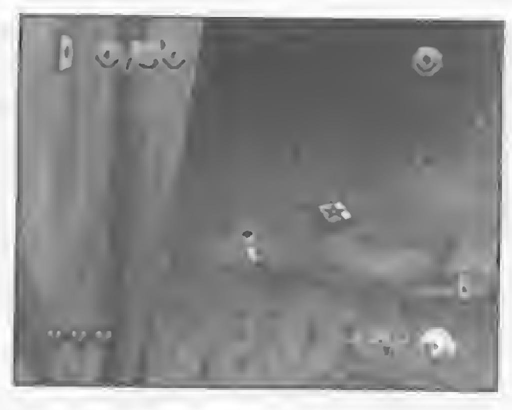
If at any point you lower a platform too far, simply work your way round to lower the opposite platform, or if this is not possible, simply fist-slam the reset switch on the floor of the dungeon.

Now jump down, avoiding Frankie and collect the ball. Bounce and throw it onto the lowest platform, and then bounce and throw the ball onto the next platform. Double jump onto the next platform, and repeat the process until you get to the highest platform. If you are having trouble, you can avoid being shaken by Frankie's kicks if you float in mid air mid-throw, and then cancel the throw move!

At the top, throw the ball at the switch. This will lower the exit platform, and Frankie will go to pieces.

SPACE

LEVEL 1



SECRETS

● On the left of your start position you'll find a large red space rocket that has crashed into the cliff. Use the ball to jump onto this from the green rocky area beneath, and you'll find an extra life.

● If you follow the green walkway at the top of the level to the end, on the right hand side of the level, you'll see a lighter patch of cliff on the left. Slap the bowling ball at this to open up a secret room. Here you must fist slam a large block to activate some large stone platforms. Double jump from platform to platform before they collapse under Glover's weight. At the top you'll find an extra life.

● At the bottom of the slope, near the first fist switch is a neon arrow sign. Behind this you'll find a hidden Garib.

LEVEL 2



SECRETS

● At the beginning of the level, tum round and follow the icy track up the valley into a small ravine. Here you will find some hidden Garibs.

● When you find the second ball switch that activates the first piece of machinery, jump up the



cliff behind it until you come to a green ledge. Head to the right along the ledge and you'll find a speed-up spell. Before getting the spell look over the valley to the right.

On the floor next to you is a hidden pressure pad, and a row of Garibs over a thin bridge.

- Collect the spell and run over the pressure pad along the bridge. You will see a large section of cliff open up on the opposite side – you must get into that doorway before it closes. To do this, double-jump over the corner where the bridge meets the far cliff, and jump through the cliff doorway as it closes upwards.

- Once inside, dodge the little UFO and the Cymon, until you get to a blue pyramid. Mysteriously the blue pyramid will open up to reveal an extra life! Once collected, head back to the cliff doorway, and it will open allowing you back into the level!
At the third ball switch, look to the right over the valley. You will see a row of hidden Garibs that can be collected by leaving the ball on the switch, and jumping over onto the rocky bridge that crosses over the valley.



- Head back along the walkway from the third ball switch, and you'll see a blue walkway going up the right hand side of the valley wall. Roll onto it, and up the ramp, leaving the ball at the top where it gets flat.

Proceed along the walkway and you'll find a number of Garibs hidden between pieces of machinery covered in spikes! Look to the left after these bits of machinery and you will see a line of hidden Garibs on a rocky bridge going across the valley. From the space between the two bits of machinery, you can jump onto the bridge, and carefully walk up it to get the Garibs.

● Missing a Garib? Look at the end of the very last bridge above the exit ramp, on the right hand side. There's a Garib on a steep slope that takes some patience to get. Try double-jumping off the top of the bridge to get it!

LEVEL 3

SECRETS

● When you reach the fan, leave the ball and head back up the other set of conveyor belts. Jump from each conveyor to the other – being careful not to get caught underneath. From the third conveyor you can jump onto a platform on the left where there are three Garibs.



● From the fourth conveyor belt heading back, there is a platform where you can drop down and hit a glove switch. This switch lowers a large advert at the start of the conveyor area. Jump back on the conveyors heading back to the start, and from the last one drop down onto the ramp below. Jump over the rotating platform, and collect the Garibs on the other side, and an extra life. To get back, double-jump over the rotating platform, and then take a long spaced out double-jump back onto the lower set of conveyor belts.

● Leave the ball just before the round section before the last checkpoint. To the right you will see some glass pyramids. Double-jump up between these, and you find a small platform adorned with hidden Garibs.



BOSS

The final boss of the game has two main stages.

1) On the first you discover that Cross-Stitch has created a huge robot to trample on you, and lay bombs in your path. As you roll towards him, you will see that there is a door on the inside of one of his feet. If he drops a bomb, run away as quickly as possible! The best method is to approach the robot from behind. When he drops a bomb he'll shuffle backwards, allowing you to roll over the spikes from his feet and into the door. Beware of his huge feet or you'll get squashed!



2) Once inside, you discover the control room, but where is Cross Stitch? It turns out that he has escaped outside, and has a far more powerful robot just to fight you.

Using the targeting system you must aim to shoot both of Cross-Stitch's robots arms, and then make a direct hit with the panel on the front of his body. However, this isn't easy. The bad robot fires laser bolts at you, and missiles. Shoot the missiles with your balls, and use the shield (Z button) to deflect the laser fire.

The bad robot will then fly up into the air and drop three robot spiders onto the floor. These will crawl towards you, so you must shoot them twice each.

Continue fighting the bad robot until you make the final hit on his chest-panel. He will then explode taking Cross-stitch with him!

Return the final crystal to the hub cave to see the ending!



HOW TO...

ACTIVATE A CHEAT

1. Enter a level and pause the game.
2. Enter cheat by deliberately and slowly pressing the yellow camera keys.
3. After the cheat has been entered, confirmation of the cheat will appear and the game will continue

(Please note: These cheats are not intended for normal game play, so you may experience graphical, progression, or play problems if you use a cheat or combination of cheats.)

The following are cheats, which are really useful for beginners:

OPEN PORTALS
UP, RIGHT, RIGHT, DOWN, LEFT, DOWN, UP, RIGHT

ALL CHEATS OFF
DOWN, DOWN, DOWN, DOWN, DOWN, DOWN, DOWN, DOWN

LOCATE GARIBS
LEFT, UP, RIGHT, DOWN, LEFT, UP, LEFT, LEFT

INFINITE LIVES
UP, UP, UP, UP, UP, RIGHT, DOWN, RIGHT

INFINITE ENERGY
RIGHT, RIGHT, DOWN, RIGHT, RIGHT, RIGHT, UP, LEFT

The following are not so much cheats, as novelty features, which can be installed into the game:

POWERBALL
UP, DOWN, UP, DOWN, UP, DOWN, LEFT, UP

GLOVER

CONTROL BALL
LEFT, RIGHT, LEFT, RIGHT, UP, DOWN, RIGHT, RIGHT

ENEMY BALL
LEFT, DOWN, UP, RIGHT, LEFT, LEFT, DOWN, DOWN

LOW GRAVITY
LEFT, LEFT, UP, LEFT, RIGHT, UP. UP, UP

BIG BALL
DOWN, DOWN, UP, DOWN, DOWN, LEFT, RIGHT, DOWN

FISH EYE
LEFT, RIGHT, LEFT, RIGHT, LEFT, RIGHT, LEFT, RIGHT

CAMERA ROTATE - R
LEFT, RIGHT, UP, UP, DOWN, RIGHT, DOWN, RIGHT

CAMERA ROTATE - L
RIGHT, DOWN, RIGHT, DOWN, UP, UP, RIGHT, LEFT

MAD GARIBS
DOWN, RIGHT, DOWN, UP, LEFT, DOWN, LEFT, UP

FROG SPELL
DOWN, LEFT, DOWN, DOWN, LEFT, DOWN, UP, LEFT

HERCULES
DOWN, DOWN, DOWN, LEFT, LEFT, DOWN, RIGHT, LEFT

SPEED-UP
LEFT, LEFT, RIGHT, UP, RIGHT, LEFT, DOWN, DOWN

BOOMERANG BALL
RIGHT, UP, UP, UP, UP, LEFT, LEFT, DOWN

FROGGY
UP, RIGHT, DOWN, RIGHT, UP, LEFT, LEFT, UP



MISSION: IMPOSSIBLE

Here's a list of cheats for the PAL version. Simply enter them at the level select screen. You'll hear a voice saying "Ah, that's better", if you're correct.

SILENCED GUN
Top-C, Left, Right-C, Left-C, Bottom-C

ROCKET LAUNCHER
Top-C, Left, Left-C, Right-C, Bottom-C

BOXER
Bottom-C, Right, Right-C, Top-C, Left

BIGFOOT
Bottom-C, Right, Z, Right-C, Right

VERY BIG HEAD
Bottom-C, Left, Top-C, Right-C, Z

CARTOON
Bottom-C, Bottom-C, Z, Top-C, Left

UNLIMITED AMMO
Top-C, Z, Left-C, Z, Left-C

UNLIMITED HEALTH
Right, Z, Bottom-C, Right, Right

SMALL DWARF
Bottom-C, Z, Right, Right, Top-C

BIG DWARF
Bottom-C, Top-C, R, Left-C, Z

BENNY HILL MODE
Top-C, Z, Top-C, Z, Top-C

BIG HEAD
Bottom-C, Right, Top-C, Right, Left-C



EXTREME G 2



SPIRALLING SCREEN

If the speed of *XG2* isn't enough to induce motion sickness, how about making the screen turn constantly while you race? Simply enter your name as SPIRAL at the bike options screen.



SPY EYE (OVERHEAD VIEW)

Enter your name as SPYEYE at the name entry screen (NOT the password screen) which can be reached from the bike selection screen in Contest mode, and you will be able to play *XG2 Micro Machines*-style.

VENOM BIKE

If you want to race as Hotra Toxic with her super-fast Venom Bike, come in first on the Atomic Contest – or, if you're too lazy, enter the following password: 868QCMH3H9HT

WASP SUPERBIKE

Looking for the second superbike? Finish the Contest Mode on Critical Mass difficulty, and you'll be able to drive the Wasp. You can also enter the following password: 55Hz1MH3H9H1



BOMBERMAN HERO

GOSSICK WORLD:
Get all 24 Other-Dimension Bombs and a 5 on every stage (Bomber Star through Garaden Star).

SLIDER RACE:
To get the first ??? on the options screen, get all 5s on all the stages (Bomber Star through Garaden Star). In the Slider Race, you race a snowman on your Bomber Slider with the best time recorded.

GOLDEN BOMBER:
To get the second ??? on the options screen, get 5s on all the stages (Bomber Star through Garaden Star) and beat Gossick. In this mode a gold card will turn Bomberman into Gold Bomberman. The best score from three stages will be recorded.

MILLIAN'S TREASURE HUNT:
To get the third ??? on the options screen, get 5s on every stage (Bomber Star through Gossick). In this mode, a ship returning from Garaden Star filled with treasures blows up and scatters 24 treasures around all six stars. Your goal is to find all of them.

DEADLY ARTS

FIGHT AS GOURIKI:
Press Up (2), Down (2), Left, Right, Left, Right, B, A at the title screen.

FIGHT AS REIJI:
Press A, B, Right, Left, Right, Left, Down (2), Up (2) at the title screen.

ALTERNATE COSTUMES:
Hold L and press Left or Right at the character selection screen. The character portrait will change colours to confirm correct code entry. Then, select a character while L is still held.

SPECIAL STAGE:
Break down all ten buildings in a single stage. Return to the stage selection screen and press Start.

NBA COURTSIDE

BONUS TEAMS:
Highlight the "Pre-Season" option from the main menu. Then, hold L and press A. Press Right to access the Nintendo Gamers, Nintendo Plumbers, and Left Field Lefties teams.

DISCO MODE:
Pause gameplay and press A, Top-C, Down, Up, Bottom-C, R, R, B, Right-C, Right-C, Z.

BIG HEADS:
Pause gameplay and press Right (2), Left, R, Z, Start, A, Start, A, Start, Z.

ALIEN HEADS:
Press Top-C, Bottom-C, Left-C, Right-C, Start (2), A, B, A, R, Z at the main menu. Press B to return to the main menu. Then, enable the "Bonus teams" code and select the "Left Field" team.

SMALL PLAYERS:
Press Right-C (2), B, R, R, Bottom-C, Up, Down, Top-C, A, Z at the main menu.

VIEW REPLAY:
Pause gameplay and enter the preferences menu. Set the "Special cameras" option to "Replays". Resume the game and press B + Z after scoring to view the replay of the basket.

ALTERNATE REPLAY ANGLE:
Hold B during a replay.

CREATE MICHAEL JORDAN:
Select "Create-a-Player" and name the new player "Michael Jordan". Enter 6' 6" as a height, 38 years old as an age, all attributes 99% and make him pro for 8 years. The newly created player should have a Bulls uniform on when viewed.



NHL BREAKAWAY



CHEAT MODE:

Press Left-C, Right-C, Left-C, Right-C, R (2) at the main menu.

VIEW ALL INJURED PLAYERS:

Enable the "Cheat mode" code. Press L at the season menu to enter the trainers room option. Then, press Left-C (2), Right-C (2) at the trainers room. A sound will confirm correct code entry. Press Left or Right to view players on another team.

EXTRA POINTS:



Press Left-C (2), Right-C (2), Left-C (2), Right-C (2), R at the main screen under season mode. This code may be repeated as needed.

EXTRA TEAMS:

Quickly press Top-C, L, Left-C at the team selection screen. A sound will confirm correct code entry. Three additional teams will be selectable between the Controller Pak and Anaheim teams.

RANDOM TEAM SELECT:

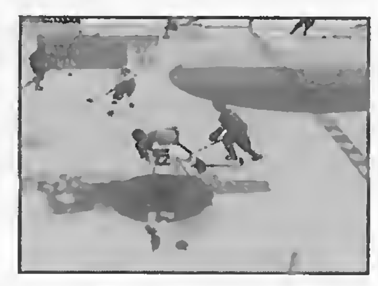
Press L + R at the team selection screen.

PLAYER INSPECTION:

Press Top-C, Bottom-C, Left-C, or Right-C at the player creation screen to rotate the displayed player in any direction.

FULL PLAYER ATTRIBUTES:

Enter Jim Jung as a case-sensitive name on the player creation screen.

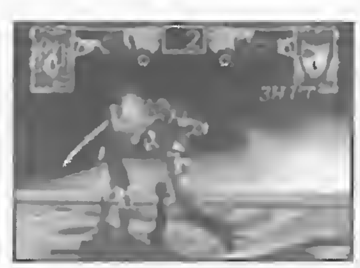


POWERFUL PLAYER:

Enter grEEn jeLLo as a case-sensitive name on the player creation screen.

REMOVE OPPONENT GOALIE:

Press Start to pause the game and enter the game settings menu. Select the "Controller Select" option and switch to the other team. Then, select the "Pull Goalie" option under "Team Options". Use "Controller Select" to switch back to the original team and resume gameplay.

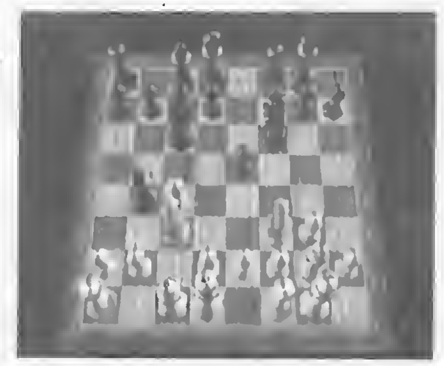


DUAL HEROES

FIGHT AS GYN:

Enter the options screen and set the difficulty to normal, and choose two round mode. Then, successfully complete story mode using any character. GYN may now be selected in any mode except for story mode.

VIRTUAL CHESS



ALTERNATE BOARD:

Press Left-C or Right-C during game play in tutorial or 2D mode.

SILICON VALLEY

To open the bonus levels, without having to collect all the souvenirs, press the following buttons in sequence at the Level Select screen (the bit with the spacestation in it):

Down, Up, Z, Left shoulder, Down, Left, Z and Down

INTERNATIONAL SUPERSTAR SOCCER '98

BONUS TEAMS:

Win the league championship under any difficulty level. Then, play and defeat the World Stars team. Five bonus teams may now be selected.

CHOPPER ATTACK

LEVEL SELECT:

Press Top-C (7) when "Press Start" appears on the opening screen.

DEBUG MODE:

Hold Z and press Right, Left, Up, Down, A, B, Start when "Press Start" appears on the opening screen.

SHOOT DOWN THE PRESIDENT:

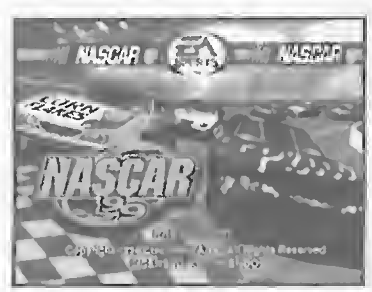
Press Z + Top-C + Bottom-C during play, then fire a homing cluster at an enemy plane.

CHOPPER PREVIEW:

Highlight a chopper on the chopper selection screen. Press L to display the statistics screen. Press the analogue to control the rotating model of the chopper.

ALIEN DISRUPTER WEAPON:

Complete level 7 under the Expert difficulty level.



NASCAR '99

RACE AS BOBBY ALLISON:

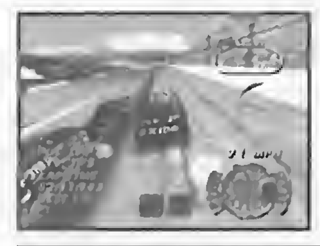
• Set the controller configuration to "3".
• Select the Charlotte track, highlight the "Select Car" option, and enter the following code in under four seconds:
Top-C, Left-C, Bottom-C, Right-C, L, R, L, R, Z (2).
A sound will confirm correct code entry.

RACE AS DAVEY ALLISON:

• Set the controller configuration to "3".
• Select the Talladega track, highlight the "Select Car" option, and enter the following code in under four seconds:
Press Top-C, Left-C, Bottom-C, Right-C, L, R, L, R, L, R.
A sound will confirm correct code entry.

RACE AS ALAN KULWICKI:

• Set the controller configuration to "3". • Select the Bristol track, highlight the "Select Car" option, and enter the following code in under four seconds:
Press Z (8), R (2). A sound will confirm correct code entry.



RACE AS BENNY PARSONS:

• Set the controller configuration to "3". • Select the Richmond track, highlight the "Select Car" option, and enter the following code in under four seconds:
Press Top-C, Right-C, Bottom-C, Left-C,



Z (3), L, Z (2). A sound will confirm correct code entry.

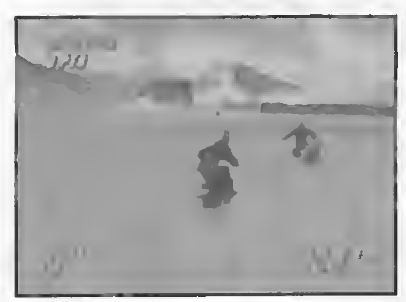
RACE AS CALE YARBOROUGH:

• Set the controller configuration to "3". • Select the Darlington track, highlight the "Select Car" option, and enter the following code in under four seconds:
Press L, R, L (3), R (2), Z. A sound will confirm correct code entry.

RACE AS RICHARD PETTY:

• Set the controller configuration to "3".
• Select the Martinsville track, highlight the "Select Car" option, and enter the following code in under four seconds:
Press Top-C (2), Bottom-C (2), Left-C, Right-C, Left-C, Right-C, L, R.
A sound will confirm correct code entry.

TWISTED EDGE EXTREME SNOWBOARDING



HIDDEN BOARDERS:

Attain an overall first place ranking in each difficulty level under competition mode to unlock Ben, Nieno, Tok, and Boreth.

BONUS BOARDS:

Finish in first place in the various races to unlock the XXX6, Top Gear Rally, and Midway boards. Complete stunt challenge mode to unlock the Bucky board.

RUSH 2

SECRET CARS

By collecting hidden keys, you activate *Rush 2*'s secret cars for each track. Every four keys you collect, you will activate one car. The vehicles include:

Taxi
Hot Rod
Formula 1
Prototype
Mountain Dew Racer

You need all 12 keys to unlock the Prototype. Collect all four Mountain Dew cans and you'll unlock the Mountain Dew Racer.

SECRET MIDWAY TRACK AND ROCKET CAR

To get the Rocket Car, place first overall in the Circuit Mode. In addition to the car, you will also find a secret track, letting you drive through Midway's gaming studios.

ROBOTRON 64

POWER-UPS:

Quickly press one of the following default controller actions during game play to make the corresponding power-up appear next to your character. Note: Each power-up may only be enabled five times per level.
Shield: Press Down, Left, Left-C, Right-C.
Turbo: Press Left (2), Right (2), Top-C.
Two-way shot: Press Up, Top-C, Up, Top-C.
Three-way shot: Press Right (2), Left-C, Bottom-C.
Four-way shot: Press Down (2), Up, Right-C.
Pulse wave: Press Up, Down, Right-C, Left-C.
Flame thrower: Press Down, Right, Down, Right, Right-C.

LEVEL SELECT:

Press Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C at the setup screen.

FIFTY LIVES:

Press Up (2), Down (2), Left, Right, Left, Right, Left-C, Right-C, Left-C, Right-C at the setup screen.

MONOCHROME MODE:

Press Up, Down, Right, Left-C, Down, Up, Left, Right-C, Up, Down at the setup screen.

CPU CONTROL:

Quickly press Left, Right, Up, Down, Left-C, Right-C, Left-C, Right-C three times at the setup screen.

EXTRA LIVES:

Enter one of the following passwords to start the game with 110 extra lives at the corresponding difficulty level.

Easy difficulty level: Enter BSBBBBTJBB as a password.
Normal difficulty level: Enter BCBBLBTJBB as a password.
Insane difficulty level: Enter BFBBBCTJBB as a password.
Final level: Enter BBBBNBFFBR as a password to begin game play immediately before the final level.



F-Zero X

Glover





Give *F-Zero X* and *Glover* a good going over with our two essential guides.

DOUBLE GAME GUIDE +



DOUBLE GAME GUIDE +

Rumbling with the biggest, best and latest tips and cheats, the twelfth DOUBLE GAME GUIDE + is an intergalactic ball! Er, sorry.



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